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AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

① (Currently amended) A music game system comprising:
a first music game apparatus for reproducing a music for a first player; and
a second music game apparatus communicatable with the first music game apparatus by way of a communication path for reproducing a music for a second player;

wherein the first music game apparatus includes:

a first music data storage device for storing music data of a music number;

a first music reproducer for reproducing the music for the music number based on the music data stored in the first music data storage device;

a first start instructor for instructing the start of reproduction of the music number by the first music reproducer;

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a first reproduction controller for transferring the music data from the first music data storage device to the first music reproducer upon the receipt of an instruction from the first start instructor; and

a first count value output device for outputting to the communication path a count value corresponding to the lapse of time from a starting point of the reproduction when the reproduction of the music number is started by the first music reproducer; and

wherein the second music game apparatus includes:

a second music data storage device for storing the same music data as the first music data storage device;

a second music reproducer for reproducing the music for the music number based on the music data stored in the second music data storage device;

a second start instructor for instructing the start of reproduction of the music by the second music reproducer;

a second reproducing position calculator for receiving the count value outputted from the first count value output device via the communication path upon the receipt of an instruction from the second start instructor, and calculating a reproducing position of the music number being reproduced by the first music reproducer using the received count value; and

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a second reproduction controller for transferring the music data after the reproducing position calculated by the second reproducing position calculator from the second music data storage device to the second music reproducer so that the second player is able to enter a performance at the second music game apparatus with the first player at the first music game apparatus in a middle of the performance of the music that has been already commenced.

2. (Original) A music game system according to claim 1, wherein:

each of the first and second music data storage devices stores music data having a data configuration comprised of a plurality of frames divided by a specified reproducing time; and

the second reproducing position calculator calculates a frame corresponding to a reproducing position of the music number using the specified reproducing time and the received count value.

3. (Currently amended) A music game system according to claim 2, wherein:

the first music data storage device stores music data of a plurality of music numbers;

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the first music game apparatus further includes a first music number information output device for outputting information on the music number being reproduced by the first music reproducer to the communication path; and

the second reproduction controller obtains the information outputted from the first music number information output device, and transfers the music data of the same music number as the one being reproduced by the first music reproducer from the second music data storage device to the second music reproducer.

4. (Original) A music game system according to claim 3, wherein:

the second music game apparatus further includes a second start instructing signal transmitter for transmitting the instruction from the second start instructor to the communication path; and

the first count value output device outputs the count value to the communication path upon the receipt of the instruction from the second start instructor via the communication path.

5. (Currently amended) A music game system according to claim 1, wherein:

the first music data storage device stores music data of a plurality of music numbers;

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the first music game apparatus further includes a first music number information output device for outputting information on the music number being reproduced by the first music reproducer to the communication path; and

the second reproduction controller obtains the information outputted from the first music number information output device, and transfers the music data of the same music number as the one being reproduced by the first music reproducer from the second music data storage device to the second music reproducer.

6. (Original) A music game system according to claim 1, wherein:

the second music game apparatus further includes a second start instructing signal transmitter for transmitting the instruction from the second start instructor to the communication path; and

the first count value output device outputs the count value to the communication path upon the receipt of the instruction from the second start instructor via the communication path.

7. (Currently amended) A music game system according to claim 1, wherein:

the first music game apparatus further includes:

a first motion inputting unit to which a game player inputs a specified motion; and

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a first motion instructor for instructing the specified motion to the first motion inputting unit to the game player in synchronism with the music reproduced by the first music reproducer; and the second music game apparatus further includes:

a second motion inputting unit to which a game player inputs the specified motion; and

a second motion instructor for instructing the specified motion to the second motion inputting unit to the game player in synchronism with the music reproduced by the second music reproducer.

8. (Currently amended) A music game system according to claim 7, wherein:

the first motion inputting unit includes a plurality of motion inputting sections to which a game player input inputs the specified motion;

the second motion inputting unit includes a plurality of motion inputting sections to which a game player input inputs the specified motion;

the first motion instructor instructs to the game player a motion inputting section to which and a timing at which the game player inputs the specified motion; and

the second motion instructor instructs to the game player a motion inputting section to which and a timing at which the game player inputs the specified motion.

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9.

(Currently amended) A music game system according to claim 8;

wherein: comprising:a first music game apparatus for reproducing a music for a first player; anda second music game apparatus communicatable with the first music game apparatus by way of a communication path for reproducing a music for a second player;wherein the first music game apparatus includes:a first music data storage device for storing music data of a music number;a first music reproducer for reproducing the music for the music number based on the music data stored in the first music data storage device;a first start instructor for instructing the start of reproduction of the music number by the first music reproducer;a first reproduction controller for transferring the music data from the first music data storage device to the first music reproducer upon the receipt of an instruction from the first start instructor;a first count value output device for outputting to the communication path a count value corresponding to the lapse of time from a starting point of the reproduction when the reproduction of the music number is started by the first music reproducer;

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a first motion inputting unit to which a game player inputs a specified motion, said first motion inputting unit including a plurality of motion inputting sections to which a game player inputs the specified motion; and

a first motion instructor for instructing the specified motion to the first motion inputting unit to the game player in synchronism with the music reproduced by the first music reproducer, said first motion instructor instructing the game player regarding a motion inputting section to which and a timing at which the game player inputs the specified motion; and

wherein the second music game apparatus includes:

a second music data storage device for storing the same music data as the first music data storage device;

a second music reproducer for reproducing the music for the music number based on the music data stored in the second music data storage device;

a second start instructor for instructing the start of reproduction of the music by the second music reproducer;

a second reproducing position calculator for receiving the count value outputted from the first count value output device via the communication path upon the receipt of an instruction from the

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second start instructor, and calculating a reproducing position of the music number being reproduced by the first music reproducer using the received count value;

a second reproduction controller for transferring the music data after the reproducing position calculated by the second reproducing position calculator from the second music data storage device to the second music reproducer;

a second motion inputting unit to which a game player inputs the specified motion, said second motion inputting unit including a plurality of motion inputting sections to which a game player inputs the specified motion; and

a second motion instructor for instructing the specified motion to the second motion inputting unit to the game player in synchronism with the music reproduced by the second music reproducer, said second motion instructor instructing the game player regarding a motion inputting section to which and a timing at which the game player inputs the specified motion;

wherein:

each of the first and second motion inputting sections is comprised of a plurality of stepping sections on which a corresponding one of said first and second game players steps; and

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each of the first and second motion instructors instructs a stepping section to be stepped and a stepping timing to the game player.

10. (Currently amended) A music game system comprising:

a first music game apparatus for reproducing a music for a first player; and

a second music game apparatus communicatable with the first music game apparatus by way of a communication path for reproducing a music for a second player;

wherein the first music game apparatus includes:

a first music data storage device for storing music data of a music number;

a first music reproducer for reproducing the music for the music number based on the music data stored in the first music data storage device;

a first start instructor for instructing the start of reproduction of the music number by the first music reproducer;

a first reproduction controller for transferring the music data from the first music data storage device to the first music reproducer upon the receipt of an instruction from the first start instructor; and

a first count value output device for outputting to the communication path a count value corresponding to the lapse of time

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from a starting point of the reproduction when the reproduction of the music number is started from the beginning by the first music reproducer;

wherein the second music game apparatus includes:

a second music data storage device for storing the same music data as the first music data storage device;

a second music reproducer for reproducing the music for the music number based on the music data stored in the second music data storage device;

a second start instructor for instructing the start of reproduction of the music number by the second music reproducer;

a second reproduction controller for transferring the music data from the second music data storage device to the second music reproducer upon the receipt of the instruction from the second start instructor;

a second count value output device for outputting to the communication path a count value corresponding to the lapse of time from a starting point of the reproduction when the reproduction of the one music number is started from the beginning by the second music reproducer;

wherein the first music game apparatus further includes:

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a first reproducing position calculator for obtaining the count value upon the receipt of the instruction from the first start instructor if the count value is outputted from the second count value output device to the communication path, and calculating a reproducing position of the music number being reproduced by the second music reproducer using the obtained count value; and

the first reproduction controller transfers the music data after the reproducing position calculated by the first reproducing position calculator from the first music data storage device to the first music reproducer upon the receipt of the instruction from the first start instructor if the count value is outputted from the second count value output device to the communication path;

wherein the second music game apparatus further includes:

a second reproducing position calculator for obtaining the count value upon the receipt of the instruction from the second start instructor if the count value is outputted from the first count value output device to the communication path, and calculating a reproducing position of the music number being reproduced by the first music reproducer using the obtained count value; and

the second reproduction controller transfers the music data after the reproducing position calculated by the second reproducing

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position calculator from the second music data storage device to the second music reproducer upon the receipt of the instruction from the second start instructor if the count value is outputted from the first count value output device to the communication path so that the second player is able to enter a performance at the second music game apparatus with the first player at the first music game apparatus in a middle of the performance of the music that has been already commenced.

11. (Original) A music game system according to claim 10, wherein:
- each of the first and second music data storage devices stores music data having a data configuration comprised of a plurality of frames divided by a specified reproducing time, and
- each of the first and second reproducing position calculators calculates a frame corresponding to a reproducing position using the specified reproducing time and the count values.

12. (Original) A music game system according to claim 11, wherein:
- each of the first and second music data storage devices stores music data of a plurality of music numbers;

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the first music game apparatus further includes a first music number information output device for outputting information on the music number being reproduced by the first music reproducer to the communication path;

the second music game apparatus further includes a second music number information output device for outputting information on the music number to be reproduced by the second music reproducer to the communication path;

the first reproduction controller obtains the information outputted from the second music number information output device upon the receipt of the instruction from the first start instructor, and transfers the music data of the same music number as the one being reproduced by the second music reproducer from the first music data storage device to the first music reproducer; and

the second reproduction controller obtains the information outputted from the first music number information output device upon the receipt of the instruction from the second start instructor, and transfers the music data of the same music number as the one being reproduced by the first music reproducer from the second music data storage device to the second music reproducer.

13. (Original) A music game system according to claim 12, wherein:

the first music game apparatus further includes a first start instructing signal transmitter for transmitting the instruction from the first start instructor to the communication path;

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the second music game apparatus further includes a second start instructing signal transmitter for transmitting the instruction from the second start instructor to the communication path;

the first count value output device outputs the count value to the communication path when the instruction is sent from the second start instructor to the communication path; and

the second count value output device outputs the count value to the communication path when the instruction is sent from the first start instructor to the communication path.

14. (Currently amended) A music game system according to claim 13, wherein:

the first music game apparatus further includes:

a first motion inputting unit to which a game player inputs a specified motion; and

a first motion instructor for instructing the specified motion to the first motion inputting unit to the game player in synchronism with the music reproduced by the first music reproducer; and

the second music game apparatus further includes:

a second motion inputting unit to which a game player inputs the specified motion; and

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a second motion instructor for instructing the specified motion to the second motion inputting unit to the game player in synchronism with the music reproduced by the second music reproducer.

15. (Currently amended) A music game system according to claim 14, wherein:

the first motion inputting unit includes a plurality of motion inputting sections to which a game player ~~input~~ inputs the specified motion;

the second motion inputting unit includes a plurality of motion inputting sections to which a game player ~~input~~ inputs the specified motion;

the first motion instructor instructs to the game player a motion inputting section to which and a timing at which the game player inputs the specified motion; and

the second motion instructor instructs to the game player a motion inputting section to which and a timing at which the game player inputs the specified motion.

16. (Currently amended) A music game system ~~according to claim 15;~~ wherein: comprising:

a first music game apparatus for reproducing a music for a first player; and

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a second music game apparatus communicatable with the first music game apparatus by way of a communication path for reproducing a music for a second player;

wherein the first music game apparatus includes:

a first music data storage device for storing music data of a music number;

a first music reproducer for reproducing the music for the music number based on the music data stored in the first music data storage device;

a first start instructor for instructing the start of reproduction of the music number by the first music reproducer;

a first reproduction controller for transferring the music data from the first music data storage device to the first music reproducer upon the receipt of an instruction from the first start instructor;

a first count value output device for outputting to the communication path a count value corresponding to the lapse of time from a starting point of the reproduction when the reproduction of the music number is started from the beginning by the first music reproducer; and

wherein the second music game apparatus includes:

a second music data storage device for storing the same

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music data as the first music data storage device;

a second music reproducer for reproducing the music for the music number based on the music data stored in the second music data storage device;

a second start instructor for instructing the start of reproduction of the music number by the second music reproducer;

a second reproduction controller for transferring the music data from the second music data storage device to the second music reproducer upon the receipt of the instruction from the second start instructor;

a second count value output device for outputting to the communication path a count value corresponding to the lapse of time from a starting point of the reproduction when the reproduction of the one music number is started from the beginning by the second music reproducer;

wherein the first music game apparatus further includes:

a first reproducing position calculator for obtaining the count value upon the receipt of the instruction from the first start instructor if the count value is outputted from the second count value output device to the communication path, and calculating a reproducing

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position of the music number being reproduced by the second music reproducer using the obtained count value;

the first reproduction controller transfers the music data after the reproducing position calculated by the first reproducing position calculator from the first music data storage device to the first music reproducer upon the receipt of the instruction from the first start instructor if the count value is outputted from the second count value output device to the communication path;

a first start instructing signal transmitter for transmitting the instruction from the first start instructor to the communication path;

a first motion inputting unit to which a game player inputs a specified motion, said first motion inputting unit including a plurality of motion inputting sections to which a game player inputs the specified motion; and

a first motion instructor for instructing the specified motion to the first motion inputting unit to the game player in synchronism with the music reproduced by the first music reproducer, said first motion instructor instructing the game player regarding a motion inputting section to which and a timing at which the game player inputs the specified motion;

wherein the second music game apparatus further includes:

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a second reproducing position calculator for obtaining the count value upon the receipt of the instruction from the second start instructor if the count value is outputted from the first count value output device to the communication path, and calculating a reproducing position of the music number being reproduced by the first music reproducer using the obtained count value;

the second reproduction controller transfers the music data after the reproducing position calculated by the second reproducing position calculator from the second music data storage device to the second music reproducer upon the receipt of the instruction from the second start instructor if the count value is outputted from the first count value output device to the communication path;

a second start instructing signal transmitter for transmitting the instruction from the second start instructor to the communication path;

a second motion inputting unit to which a game player inputs the specified motion, said second motion inputting unit including a plurality of motion inputting sections to which a game player input the specified motion; and

a second motion instructor for instructing the specified motion to the second motion inputting unit to the game player in synchronism

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with the music reproduced by the second music reproducer, said second motion instructor instructing the game player regarding a motion inputting section to which and a timing at which the game player inputs the specified motion;

wherein:

each of the first and second music data storage devices stores music data having a data configuration comprised of a plurality of frames divided by a specified reproducing time;

each of the first and second reproducing position calculators calculates a frame corresponding to a reproducing position using the specified reproducing time and the count values;

each of the first and second music data storage devices stores music data of a plurality of music numbers;

the first music game apparatus further includes a first music number information output device for outputting information on the music number being reproduced by the first music reproducer to the communication path;

the second music game apparatus further includes a second music number information output device for outputting information on the music number to be reproduced by the second music reproducer to the communication path;

the first reproduction controller obtains the information outputted from the second music number information output device upon the receipt of the instruction

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from the first start instructor, and transfers the music data of the same music number as the one being reproduced by the second music reproducer from the first music data storage device to the first music reproducer;

the second reproduction controller obtains the information outputted from the first music number information output device upon the receipt of the instruction from the second start instructor, and transfers the music data of the same music number as the one being reproduced by the first music reproducer from the second music data storage device to the second music reproducer;

the first count value output device outputs the count value to the communication path when the instruction is sent from the second start instructor to the communication path;

the second count value output device outputs the count value to the communication path when the instruction is sent from the first start instructor to the communication path;

each of the first and second motion inputting sections is comprised of a plurality of stepping sections on which a corresponding one of said first and second game players steps; and

each of the first and second motion instructors instructs a stepping section to be stepped and a stepping timing to the game player.

17. (Original) A music game system according to claim 10, wherein:

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each of the first and second music data storage devices stores music data of a plurality of music numbers;

the first music game apparatus further includes a first music number information output device for outputting information on the music number being reproduced by the first music reproducer to the communication path;

the second music game apparatus further includes a second music number information output device for outputting information on the music number to be reproduced by the second music reproducer to the communication path;

the first reproduction controller obtains the information outputted from the second music number information output device upon the receipt of the instruction from the first start instructor, and transfers the music data of the same music number as the one being reproduced by the second music reproducer from the first music data storage device to the first music reproducer; and

the second reproduction controller obtains the information outputted from the first music number information output device upon the receipt of the instruction from the second start instructor, and transfers the music data of the same music number as the one being reproduced by the first music reproducer from the second music data storage device to the second music reproducer.

18. (Original) A music game system according to claim 10, wherein:

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the first music game apparatus further includes a first start instructing signal transmitter for transmitting the instruction from the first start instructor to the communication path;

the second music game apparatus further includes a second start instructing signal transmitter for transmitting the instruction from the second start instructor to the communication path;

the first count value output device outputs the count value to the communication path when the instruction is sent from the second start instructor to the communication path; and

the second count value output device outputs the count value to the communication path when the instruction is sent from the first start instructor to the communication path.

19. (Currently amended) A music game system according to claim 10, wherein:

the first music game apparatus further includes:

a first motion inputting unit to which a game player inputs a specified motion; and

a first motion instructor for instructing the specified motion to the first motion inputting unit to the game player in synchronism with the music reproduced by the first music reproducer; and

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the second music game apparatus further includes:

a second motion inputting unit to which a game player inputs the specified motion; and

a second motion instructor for instructing the specified motion to the second motion inputting unit to the game player in synchronism with the music reproduced by the second music reproducer.

20. (Currently amended) A music game system comprising:

a first music game apparatus for reproducing a music for a first player; and
a second music game apparatus communicatable with the first music game apparatus by way of a communication path for reproducing a music for a second player;

wherein the first music game apparatus includes:

a first music data storage device for storing music data of a music number;

a first music reproducer for reproducing the music for the music number based on the music data stored in the first music data storage device;

a first start instructor for instructing the start of reproduction of the music number by the first music reproducer upon receipt of a first signal from an operation of a first switch by the first player;

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a first reproduction controller for transferring the music data from the first music data storage device to the first music reproducer upon the receipt of an instruction from the first start instructor; and

a first count value output device for outputting to the communication path a count value corresponding to the lapse of time from a starting point of the reproduction when the reproduction of the music number is started by the first music reproducer; and

wherein the second music game apparatus includes:

a second music data storage device for storing the same music data as the first music data storage device;

a second music reproducer for reproducing the music for the music number based on the music data stored in the second music data storage device;

a second start instructor for instructing the start of reproduction of the music by the second music reproducer upon receipt of a second signal from an operation of a second switch by the second game player;

a second reproducing position calculator for receiving the count value outputted from the first count value output device via the communication path upon the receipt of an instruction from the second start instructor, and calculating a reproducing position of the

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music number being reproduced by the first music reproducer using the received count value; and

a second reproduction controller for transferring the music data corresponding to a portion thereof after the reproducing position calculated by the second reproducing position calculator from the second music data storage device to the second music reproducer so that the second player is able to enter a performance at the second music game apparatus with the first player at the first music game apparatus in a middle of the performance of the music that has been already commenced.